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# ME469: Mesh Motion Approaches

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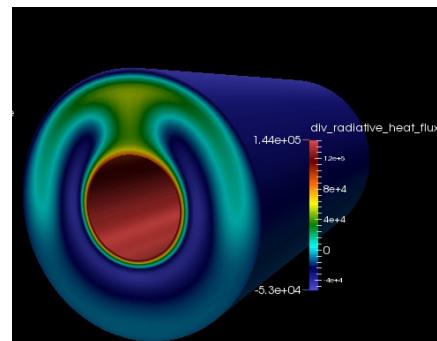
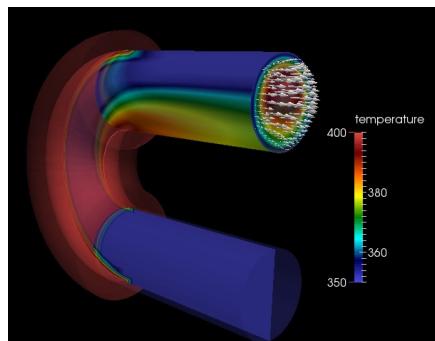
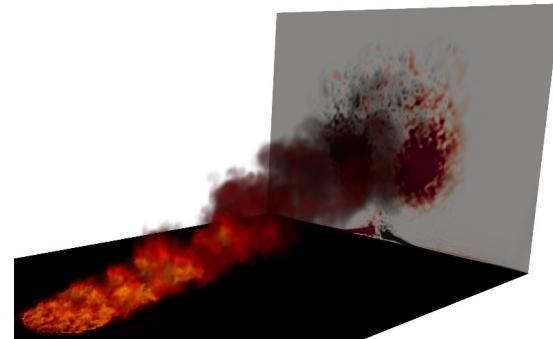
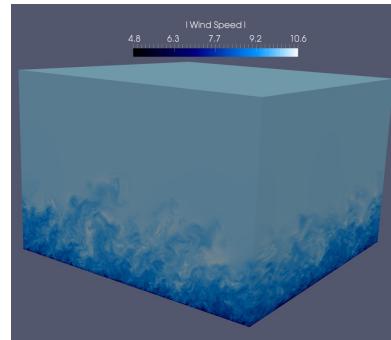
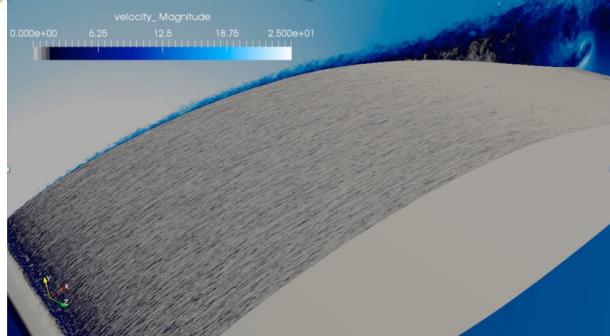
SAND2018-4536 PE

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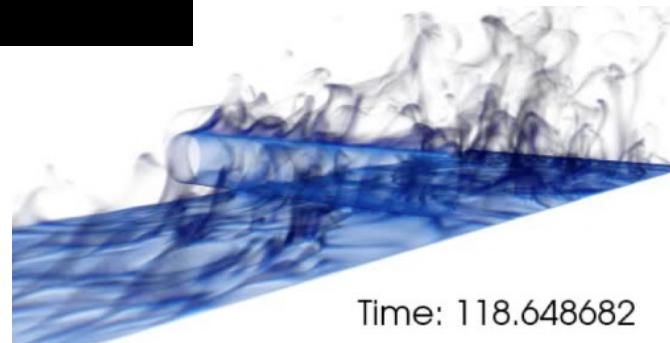
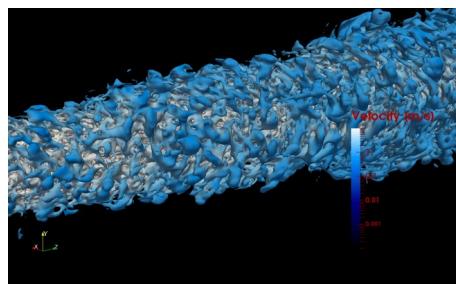
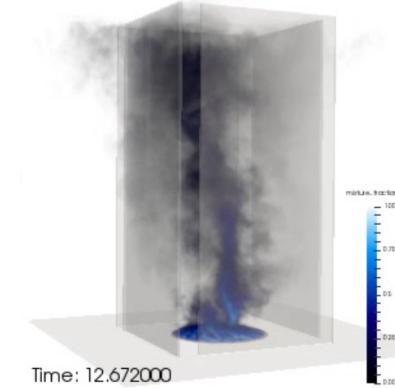




## Thus Far, Many Complex Applications: Multi-physics, **Static-Mesh**

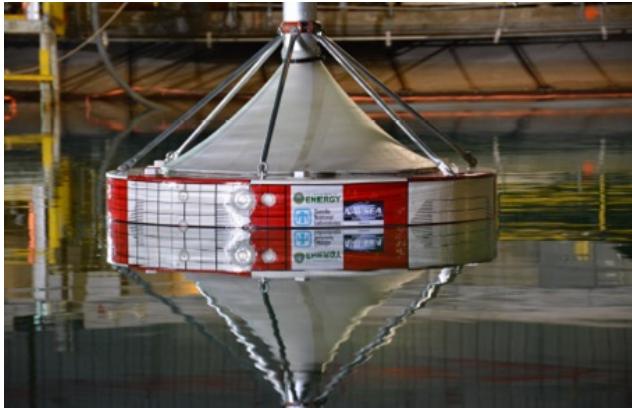


R1, 20cm





## However, Many Applications in Which A Body Moves.....



Wave, Coe et al., SAND2016-10094



Wind, Sandia SWIFT facility,  
<https://energy.sandia.gov>

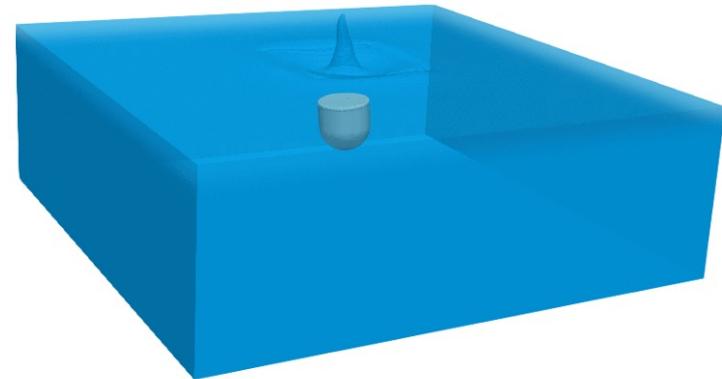
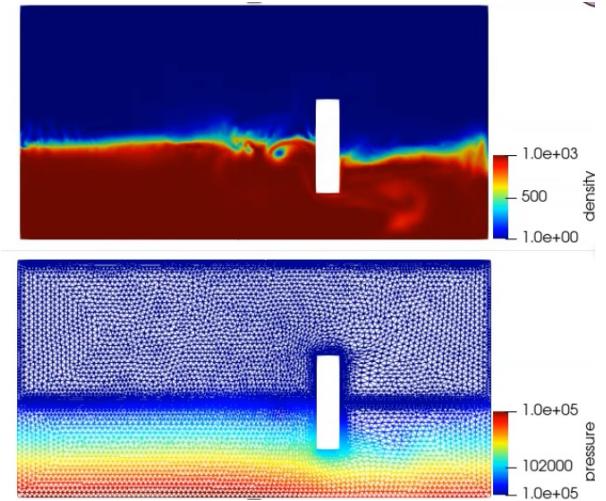
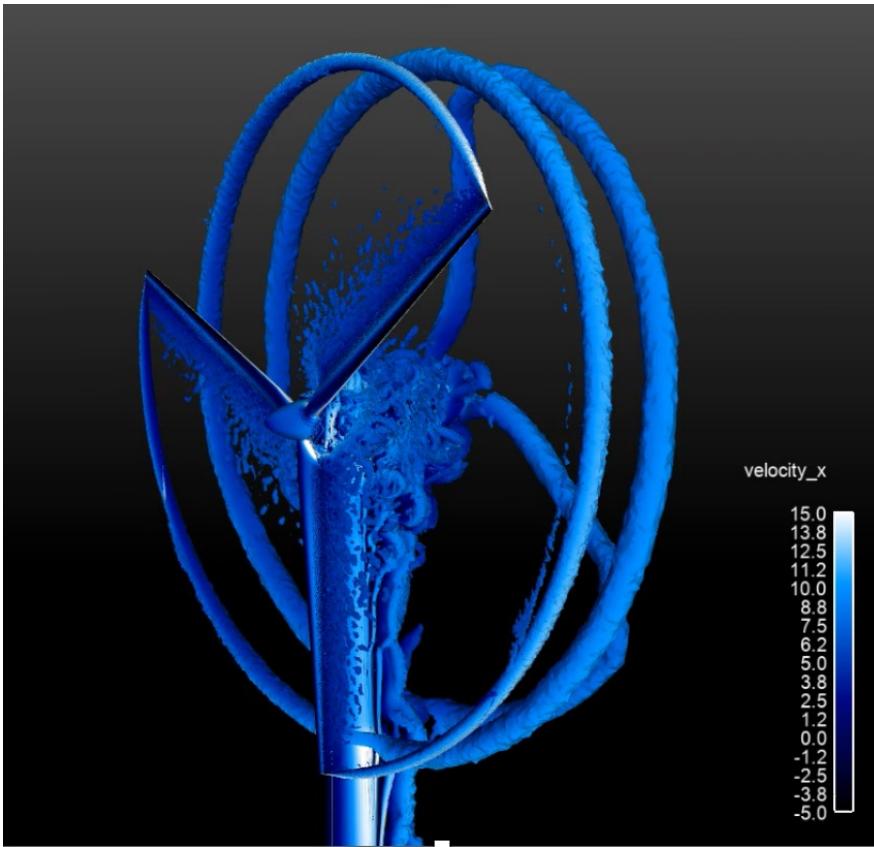


<https://web.stanford.edu/group/frg/>



## Moving Mesh Approaches

- Options: mesh deformation, sliding mesh and overset

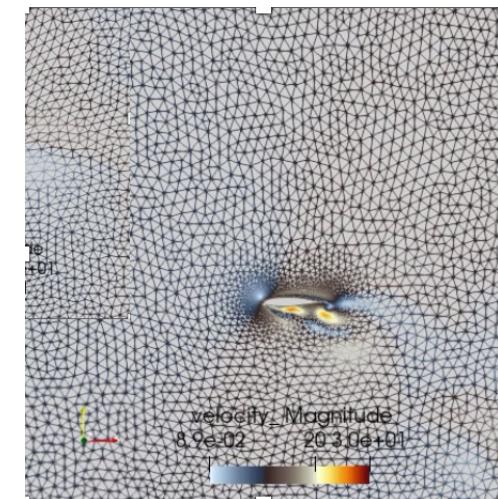
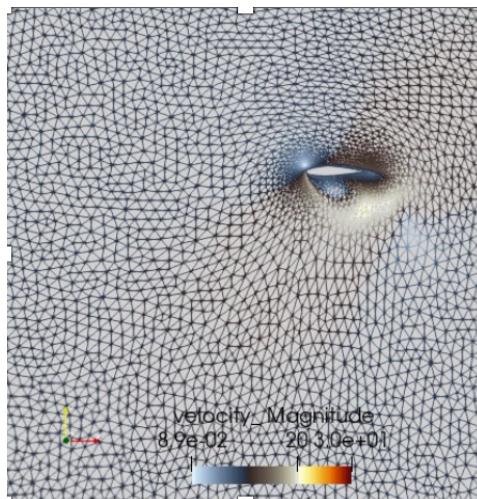




## Mesh Deformation and Mesh Smoothing

The mesh remains conformal and distorts (compresses and is stretched) as the solid body moves.

Elements encounter a volumetric time-rate of change



Flow past an erratic airfoil



## A Note on Fluid/Structure Interaction (FSI)

- FSI drives coupling between the solid body structural response, the fluid mechanics (force and loadings), and the mesh smoothing scheme

□ *Linear Elastic Structural Mechanics*

$$\rho \frac{\partial^2 \xi_i}{\partial t^2} - \frac{\partial \sigma_{ij}}{\partial x_j} = F_i$$
$$\sigma_{ij} = \mu \left( \frac{\partial \xi_i}{\partial x_j} + \frac{\partial \xi_j}{\partial x_i} \right) + \lambda \frac{\partial \xi_k}{\partial x_k} \delta_{ij}$$

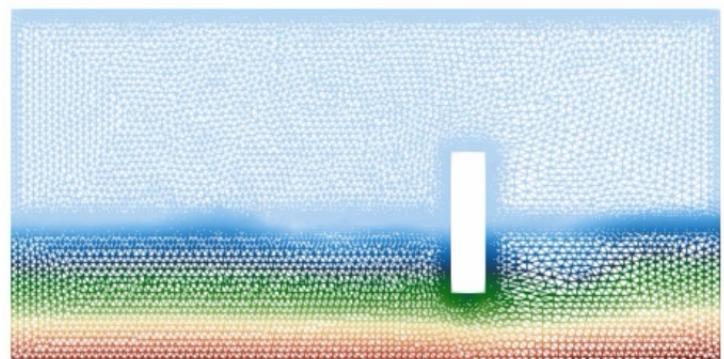
BC :

$$\int p n_i dS$$

Fluids solve provides static  $n^{1/2}$  pressure (surface)

Info:

density (top; water is blue)  
static pressure (bottom)  
– roughly ten seconds



Wave Generator



## A Note on Fluid/Structure Interaction (FSI)

- FSI drives coupling between the solid body structural response, the fluid mechanics (force and loadings), and the mesh smoothing scheme

*Linear Elastic Structural Mechanics*

$\rho \frac{\partial^2}{\partial t^2}$

$\sigma_{ij} =$

$BC:$

$\int p$

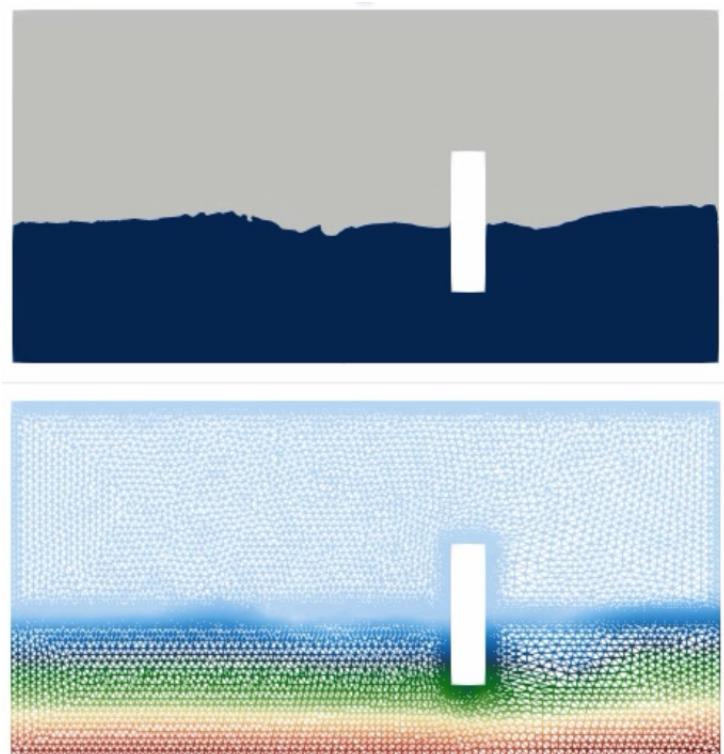
*Mesh Motion Mechanics*

$\rho \frac{\partial^2 \xi_i}{\partial t^2} - \frac{\partial \sigma_{ij}}{\partial x_j} = F_i$  Lame' constants  $\propto \frac{1}{V}$

$\sigma_{ij} = \mu \left( \frac{\partial \xi_i}{\partial x_j} + \frac{\partial \xi_j}{\partial x_i} \right) + \lambda \frac{\partial \xi_k}{\partial x_k} \delta_{ij}$

$BC:$

$\xi_i = \xi_i^{spec}$  SM solve provides displacements (surface)



Wave Generator

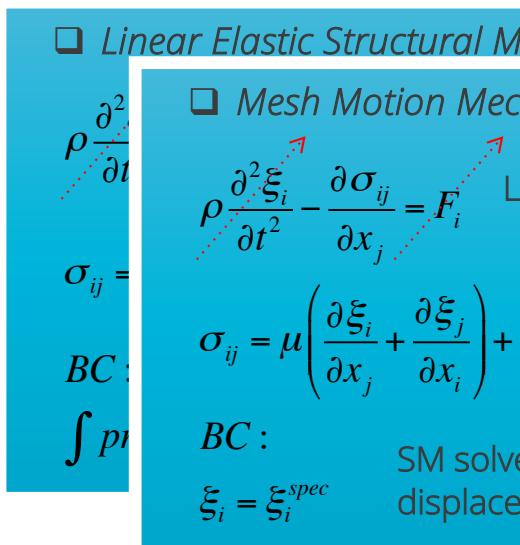
PDE-based where stress is modeled (above elastic) with special properties

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- FSI drives coupling between the solid body structural response, the fluid mechanics (force and loadings), and the mesh smoothing scheme

Info:

density (top; water is blue)  
static pressure (bottom)  
– roughly ten seconds



### Stable Neo-Hookean Flesh Simulation

BREANNAN SMITH, Pixar Animation Studios  
FERNANDO DE GOES, Pixar Animation Studios  
THEODORE KIM, Pixar Animation Studios

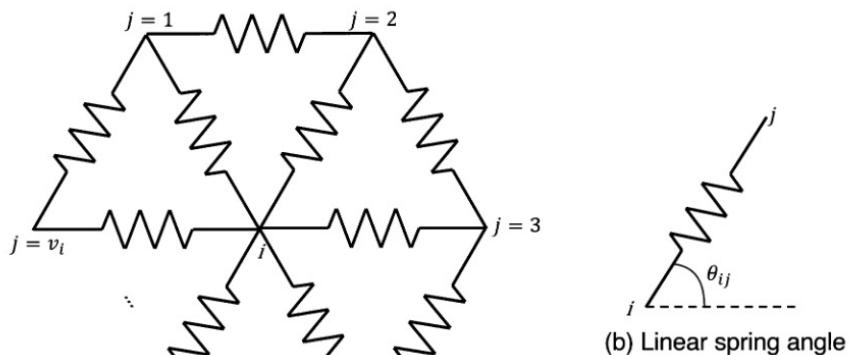


Smith et al. "Stable Neo-Hookean Flesh Simulation", Pixar Animation Studios, and "spring" approaches that connect opposing vertices of the element

Wave Generator

## Physical Analogy: Model the mesh by connected springs

- Rather than solve a PDE with a modified stress model, the elements can be tied together by “springs”, see Yang et al, “Improvement in the spring analogy mesh deformation method through the cell-center concept”, Aero. Science Tech. (2021)
  - Physics Analogy (as apposed to PDE-based)



**Fig. 1.** Spring analogy illustration around a nodal point.

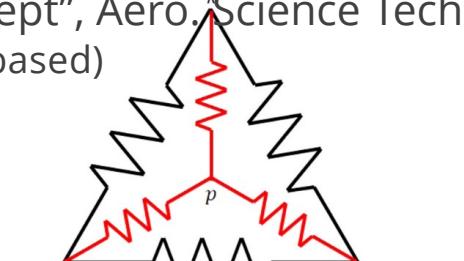
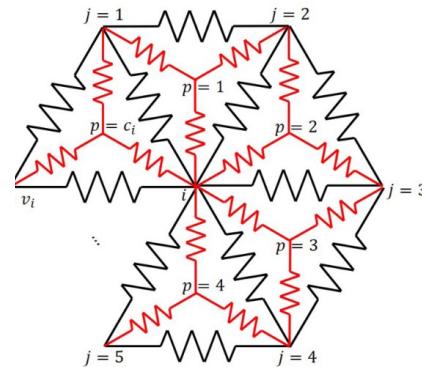
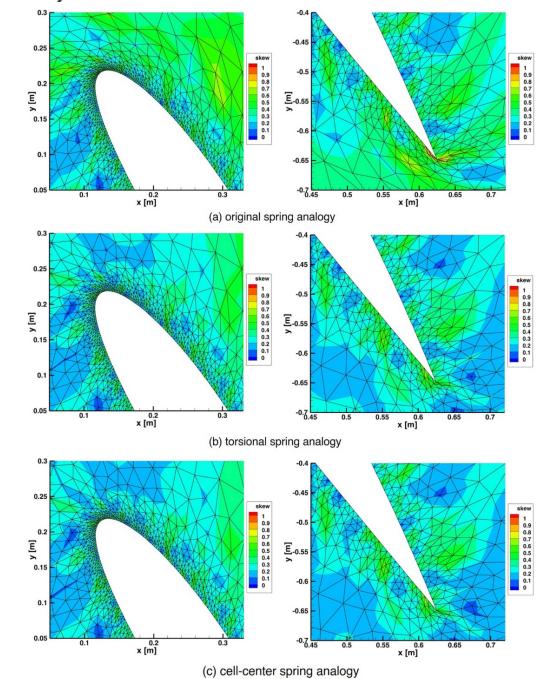


Illustration of the cell-center spring analogy in a triangular cell.



**Fig. 4.** Assemble of fictitious spring surrounding nodal point  $i$  in cell-center concept. (For interpretation of the colors in the figure(s), the reader is referred to the web version of this article.)

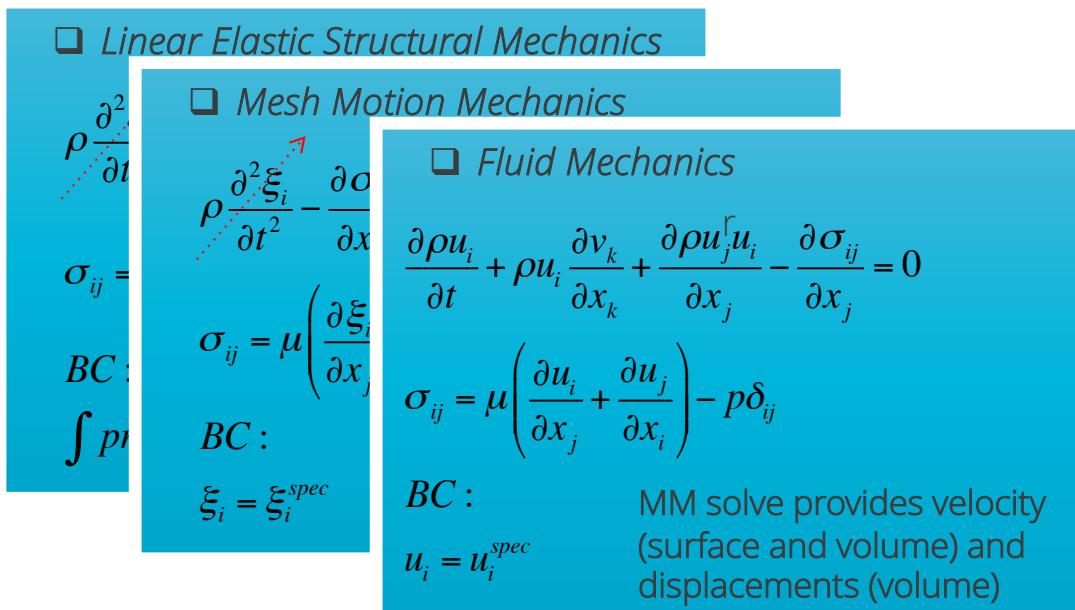


**Fig. 7.** Deformed meshes obtain from various spring analogy methods for rotating airfoil with inviscid mesh.



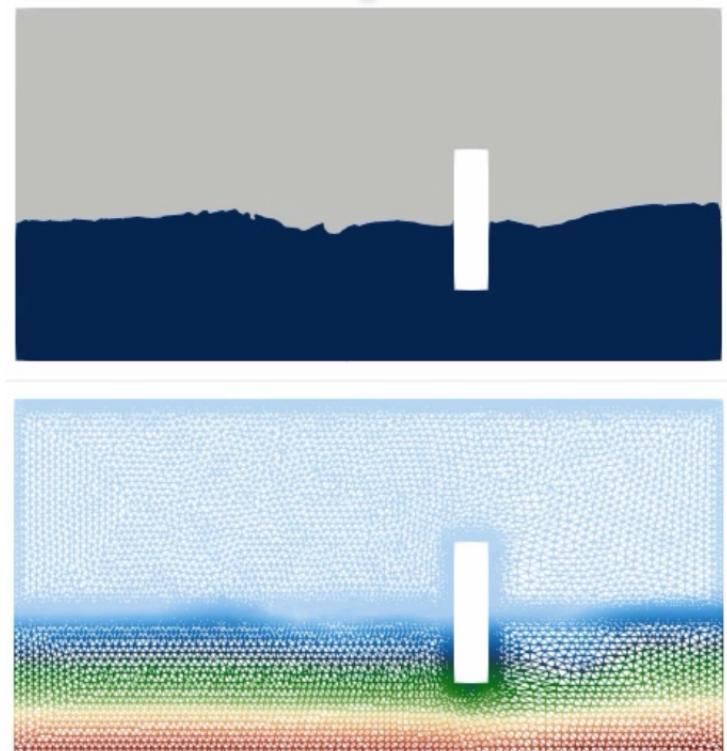
## A Note on Fluid/Structure Interaction (FSI)

- FSI drives coupling between the solid body structural response, the fluid mechanics (force and loadings), and the mesh smoothing scheme



Info:

density (top; water is blue)  
static pressure (bottom)  
– roughly ten seconds



Wave Generator



## Geometric Conservative Law (GCL)

- For moving mesh applications, care must be taken such that a moving mesh does not create spurious flow
- The Geometric Conservative Law states, simply, (below V is the volume, and  $v_j$  is the mesh velocity):

$$\frac{\partial V}{\partial t} = \int v_j n_j dS$$

- The conservation equation for scalar  $\phi$  is

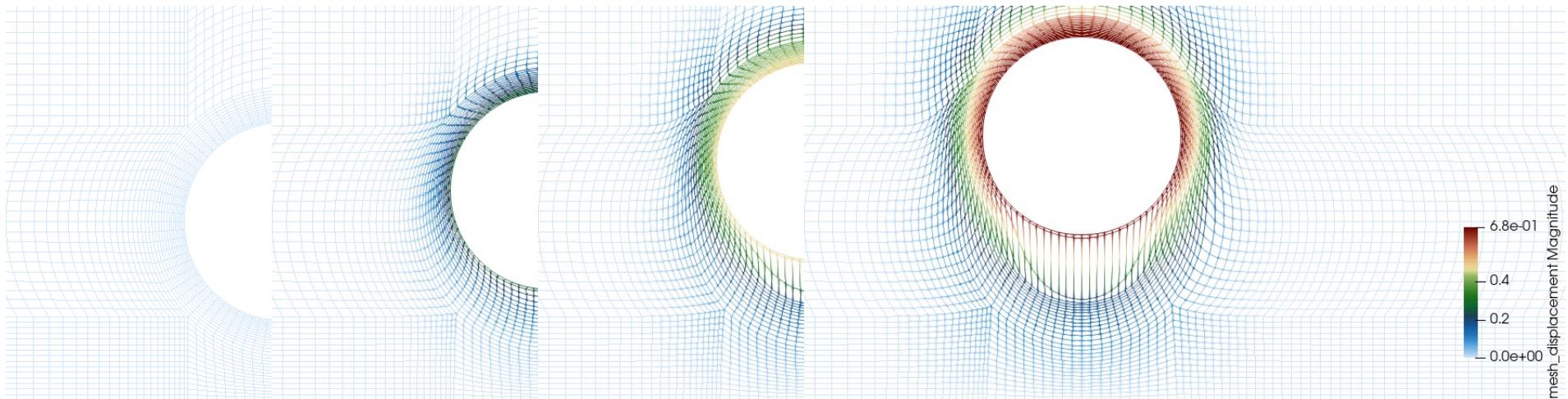
$$\frac{d}{dt} \int \rho \phi dV + \int \rho \phi (u_j - v_j) n_j dS = 0$$

- In general, GCL does not come for free and there are varying levels of sophistication that one can employ:
  - Discrete-GCL, Guillard and Farhat, Comput. Method. App.; Mech. Engr. 190 (2000)
  - "Geometry Correction" Ma et al., Proc. Engr. 126 (2015)
  - Lineage from Arbitrary Lagrangian Eulerian (ALE)



## Complexity: Mesh Inversion

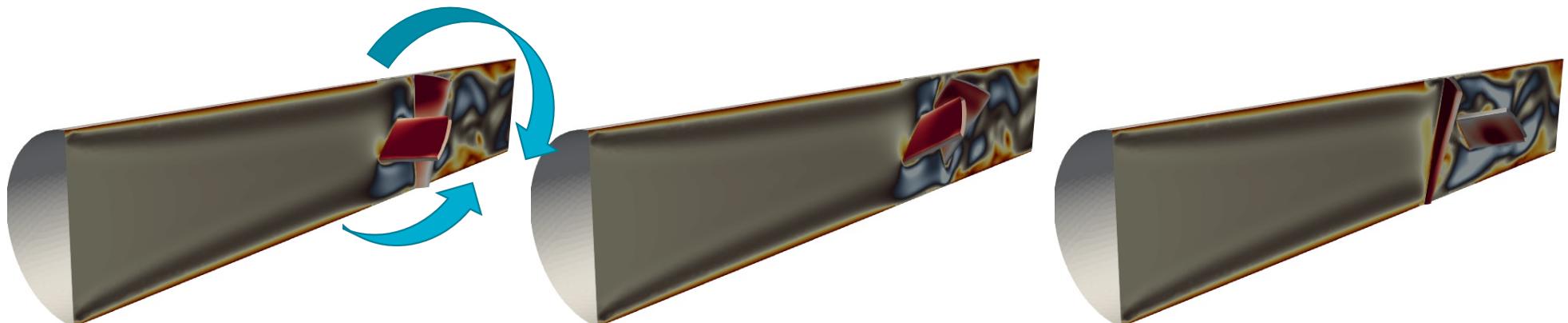
In general, there may be a maximum mesh displacement that can not be supported





## Sliding Mesh: Conceptual Description: Review

- A generalized non-conformal scheme supports will fixed rotation
- Conceptually, multiple sliding blocks can be included
- Below, we note:
  - Front blade, COUNTER-CLOCKWISE
  - Back blade, CLOCKWISE



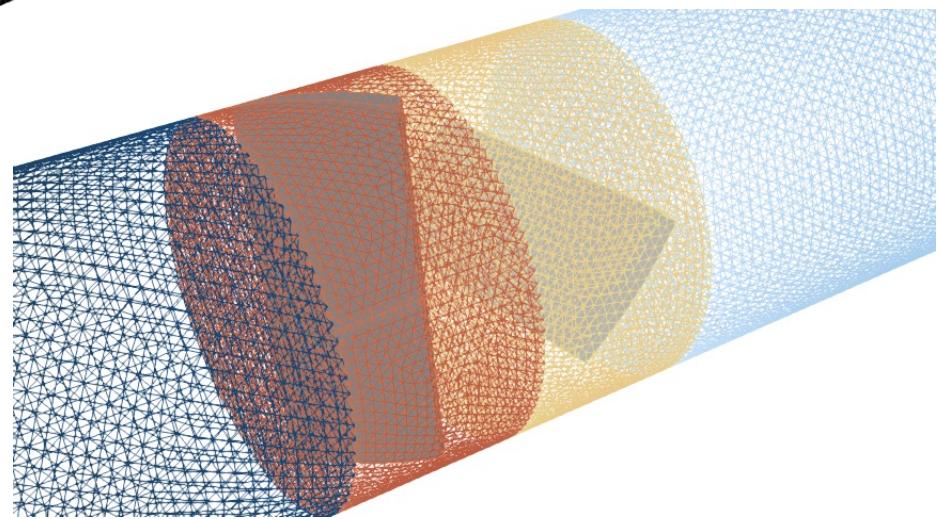
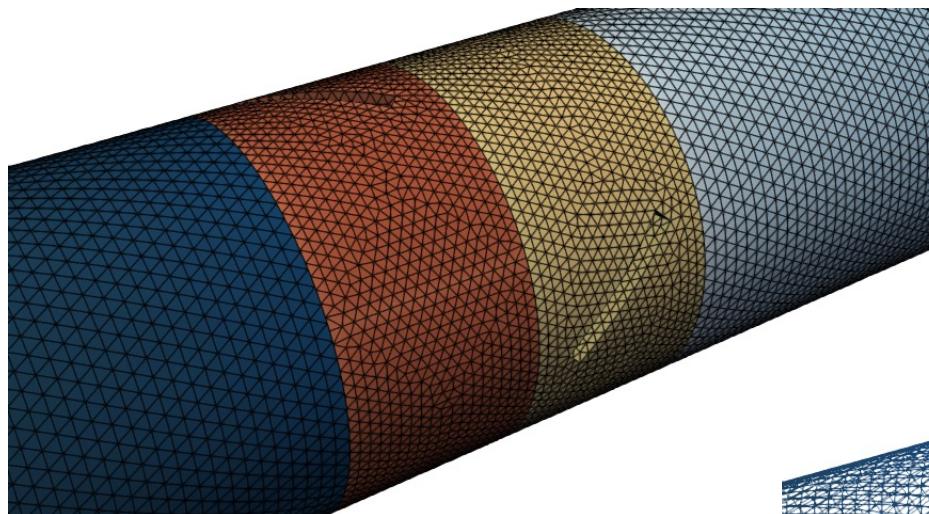
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Time: 4.190354 seconds

Time: 4.589262 seconds

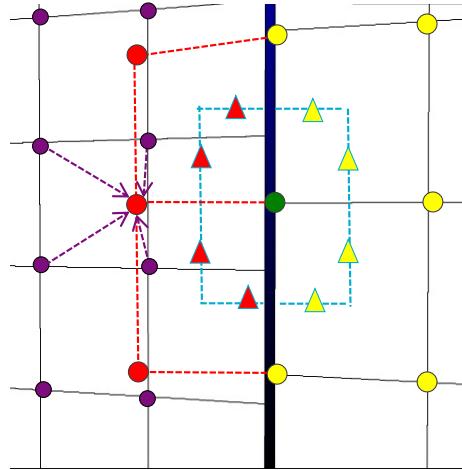
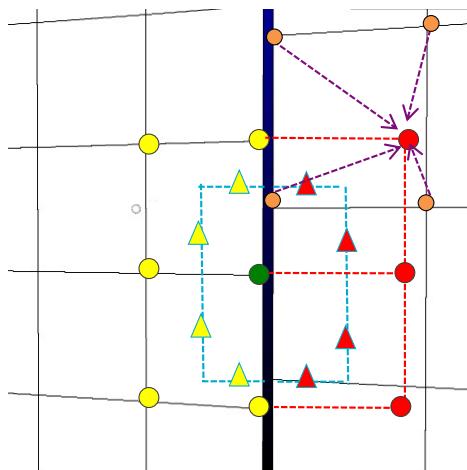


## Multiple Sliding Mesh: Geometry

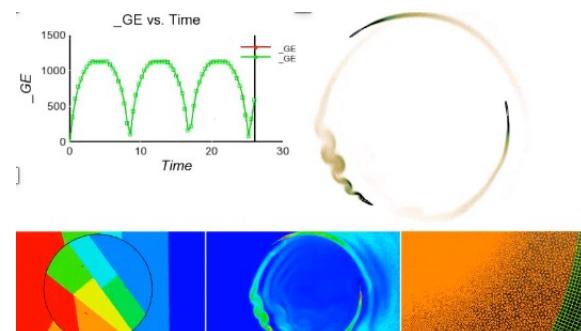


## Halo-based Approach for Non-Conformal Interfaces: Vertex-Based

- Has the “flavor” of an overset method; i.e., extrusion of surface mesh to opposing domain with reconstruction of states
- Two-pass algorithm: surface\_1:block\_2 and surface\_2:block\_1
- See Stejil, 2008 and extrusion-based of Blades, 2006 and Dodds, 2016
- First implemented in Nalu for wind-energy applications, Domino, JCP 2018

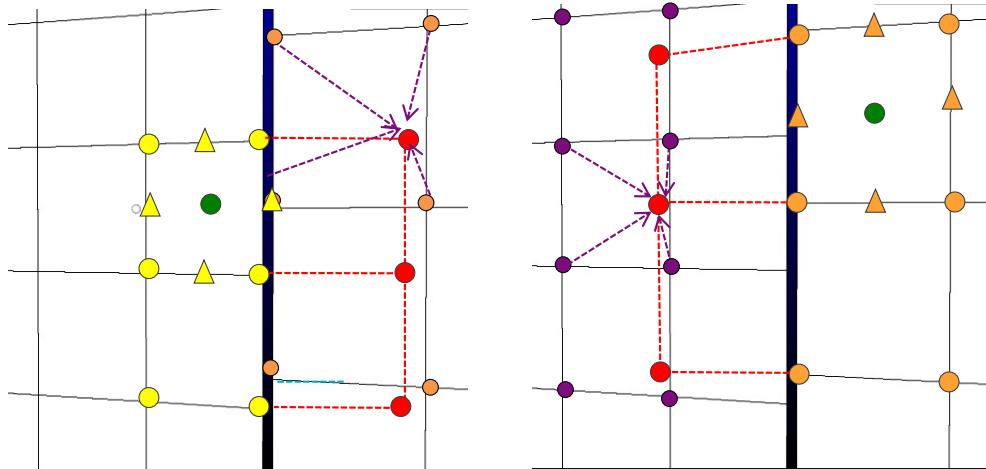


- Requires prescribed movement, e.g., VAWT



## Halo-based Approach for Non-Conformal Interfaces; CC-based

- Has the “flavor” of an overset method; i.e., extrusion of surface mesh to opposing domain with reconstruction of states
- Two-pass algorithm: surface\_1:block\_2 and surface\_2:block\_1
- See Stejil, 2008 and extrusion-based of Blades, 2006 and Dodds, 2016
- First implemented in Nalu for wind-energy applications, Domino, JCP 2018



- Requires prescribed movement

## Design-order Mesh Constructs for Non-Conformal Interfaces: Requires Prescribed Mesh Movement

- Non-conformal and overset methods provides ease of me and, when required, mesh motion
- Design-order hybrid DG/CVFEM established, see Domino, Comput. Phys. (2018) based on classic discontinuous Galerkin work of Arnold et al. SIAM (2002)

$$\int_{\Omega_A} w^A \left( \frac{\partial \rho Z}{\partial t} - S_i \right) d\Omega - \int_{\Omega_A} \frac{\partial w^A}{\partial x_j} q_j d\Omega + \int_{\Gamma \setminus \Gamma_{AB}} w^A q_j n_j d\Gamma + \int_{\Gamma_{AB}} w^A \hat{Q}_n(A, B) d\Gamma + \int_{\Gamma_{AB}} \frac{\partial w^A}{\partial x_j} n_j \lambda^{IP} (Z^A - Z^B) d\Gamma, \quad (2.8)$$

and

$$\int_{\Omega_B} w^B \left( \frac{\partial \rho Z}{\partial t} - S_i \right) d\Omega - \int_{\Omega_B} \frac{\partial w^B}{\partial x_j} q_j d\Omega + \int_{\Gamma \setminus \Gamma_{AB}} w^B q_j n_j d\Gamma + \int_{\Gamma_{AB}} w^B \hat{Q}_n(B, A) d\Gamma + \int_{\Gamma_{AB}} \frac{\partial w^B}{\partial x_j} n_j \lambda^{IP} (Z^B - Z^A) d\Gamma. \quad (2.9)$$

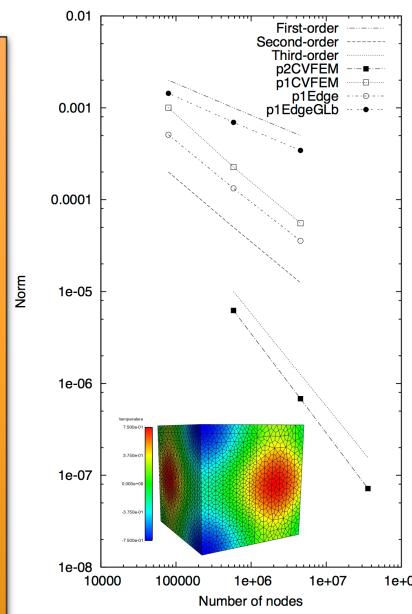
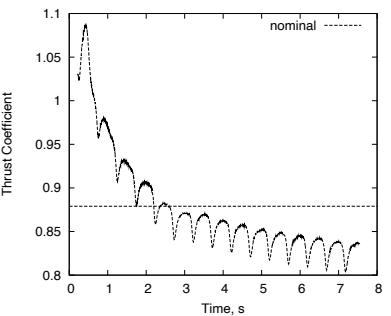
The numerical fluxes,  $\hat{Q}_n(\alpha, \beta)$ , are

$$\hat{Q}_n(\alpha, \beta) = \frac{1}{2} \left[ (q_j^\alpha n_j^\alpha - q_j^\beta n_j^\beta) + \lambda(Z^\alpha - Z^\beta) \right]. \quad (2.10)$$

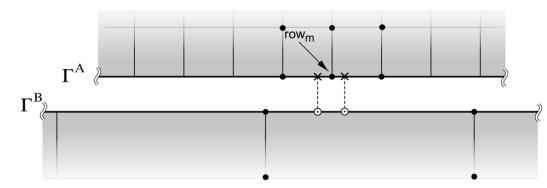
Time: 2.389763



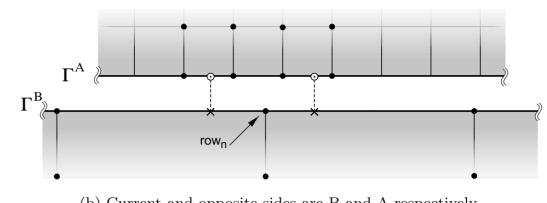
(a) Windward view of the volume rendered Q-criterion.



Non-conformal MMS



(a) Current and opposite sides are A and B respectively.



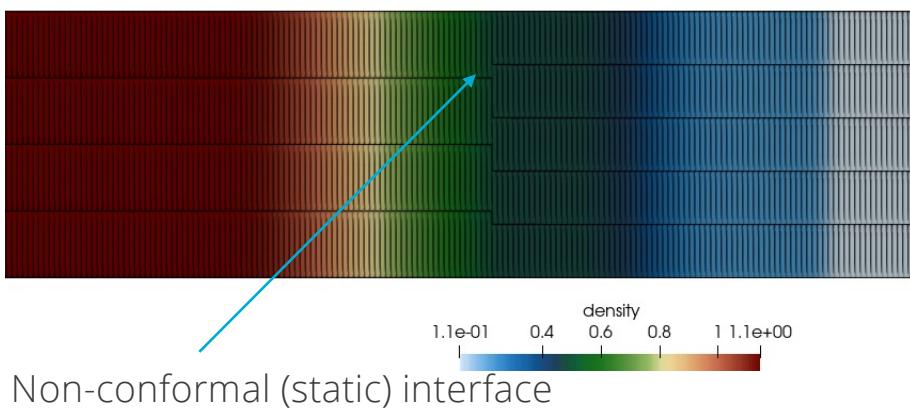
(b) Current and opposite sides are B and A respectively.

Current/Opposite

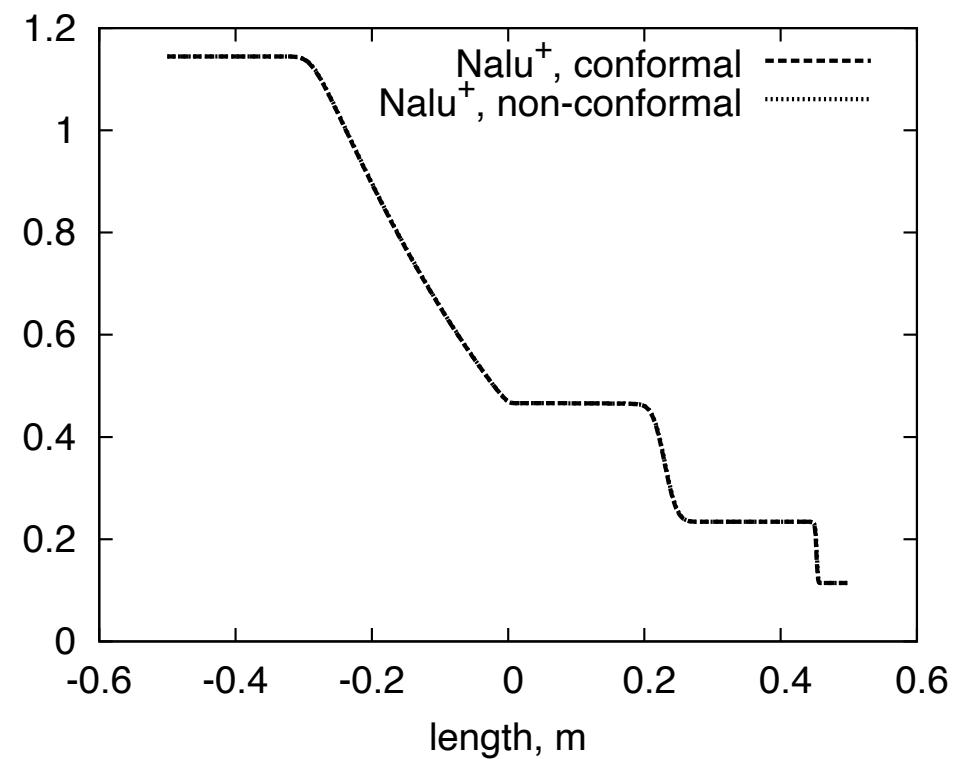
## Shock Tube: Non-conformal Mesh

Hybrid DG/CVFEM-based non-conformal algorithm originally developed for the low-Mach regime

- Domino, S. P., "Design-order, non-conformal low-Mach fluid algorithms using a hybrid CVFEM/DG approach", J. Comput. Physics, 2018,  
 • <https://doi.org/10.1016/j.jcp.2018.01.00>
- Compressible AUSM regime



Non-conformal (static) interface

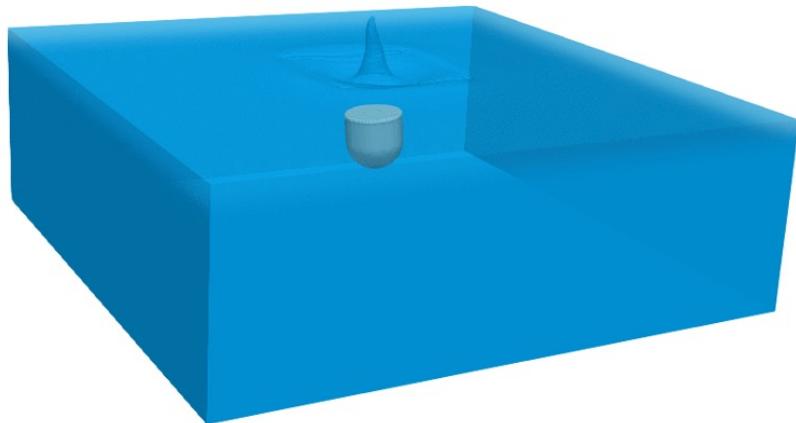




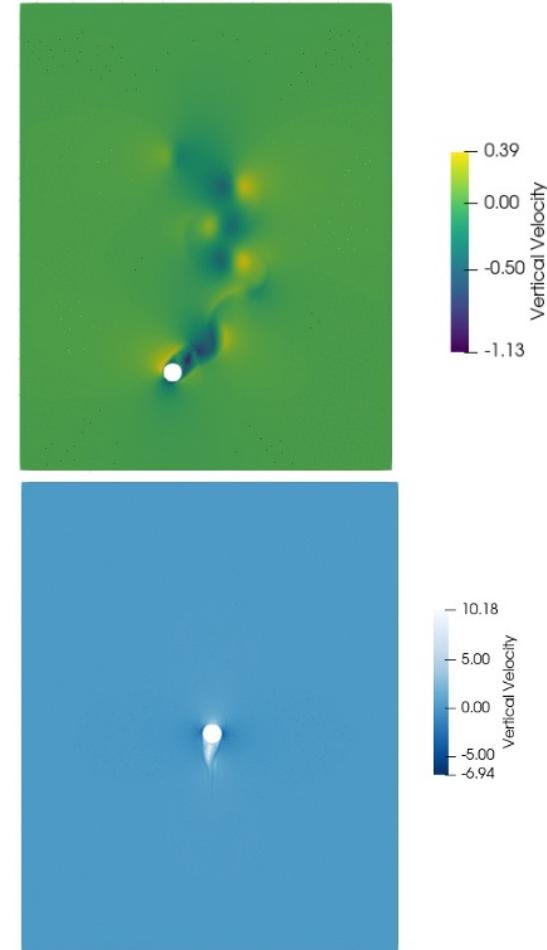
## What is there is non-prescribed mesh motion?

- In many applications, the movement of the body is coupled to the fluid flow

What then?



Buoy drop of Ransley et al., Renew. Ener. (2017)

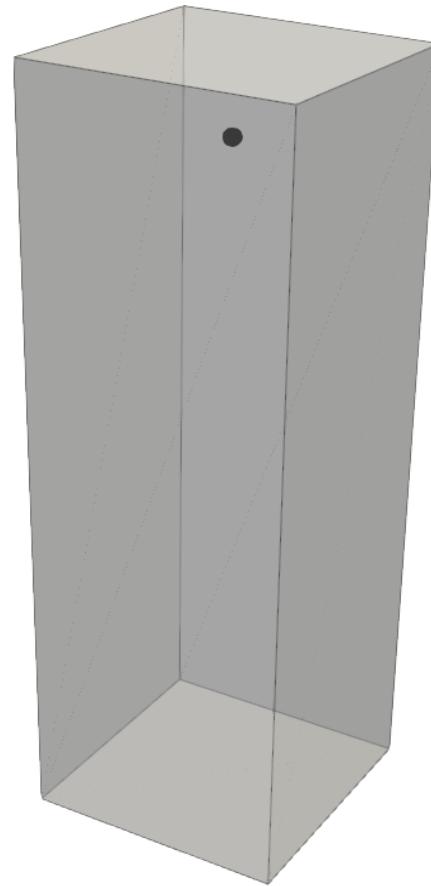
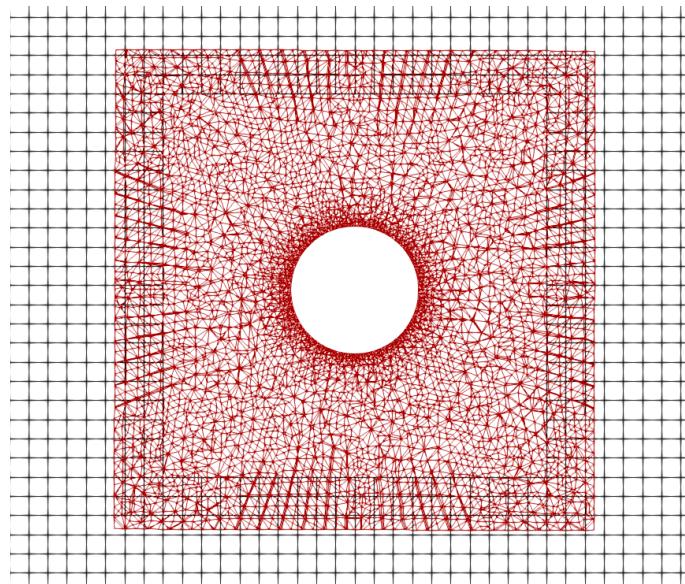


Falling/rising sphere of Horne and Mahesh, J. Comput. Fluids, (2019)



## Overset!

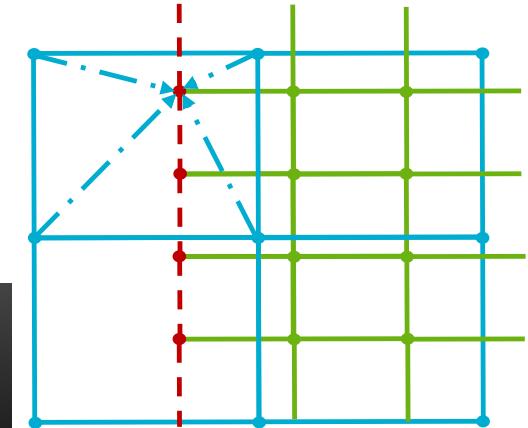
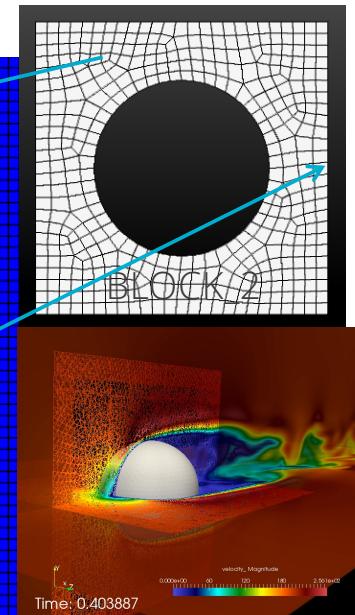
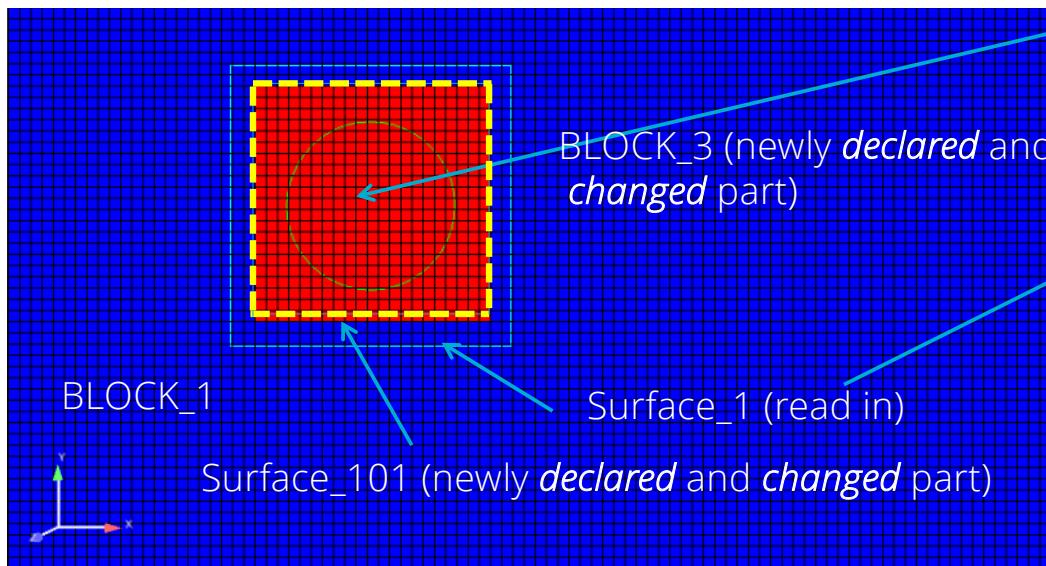
Background and overset meshes are defined



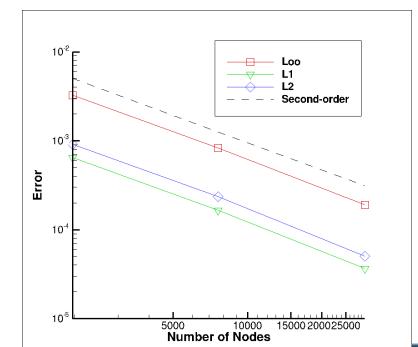


## Overset: Freedom for Generalized Motion

- Implicit, constraint-based overset-based approach, AKA, "Chimera", Chesshire and Henshaw, J. Comput. Phys. 90 (1990)
- Does not require presumed movement**
- Similar to Sharma et al, J. Comput. Phys. (2021), however, STK-based search

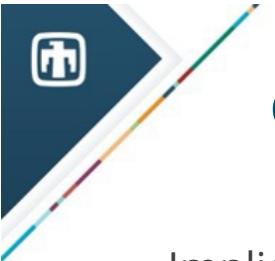


Constraint-based



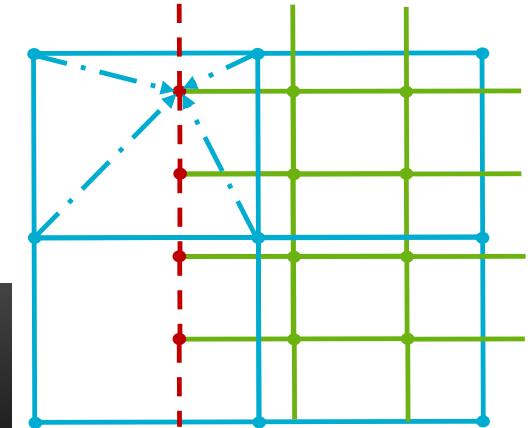
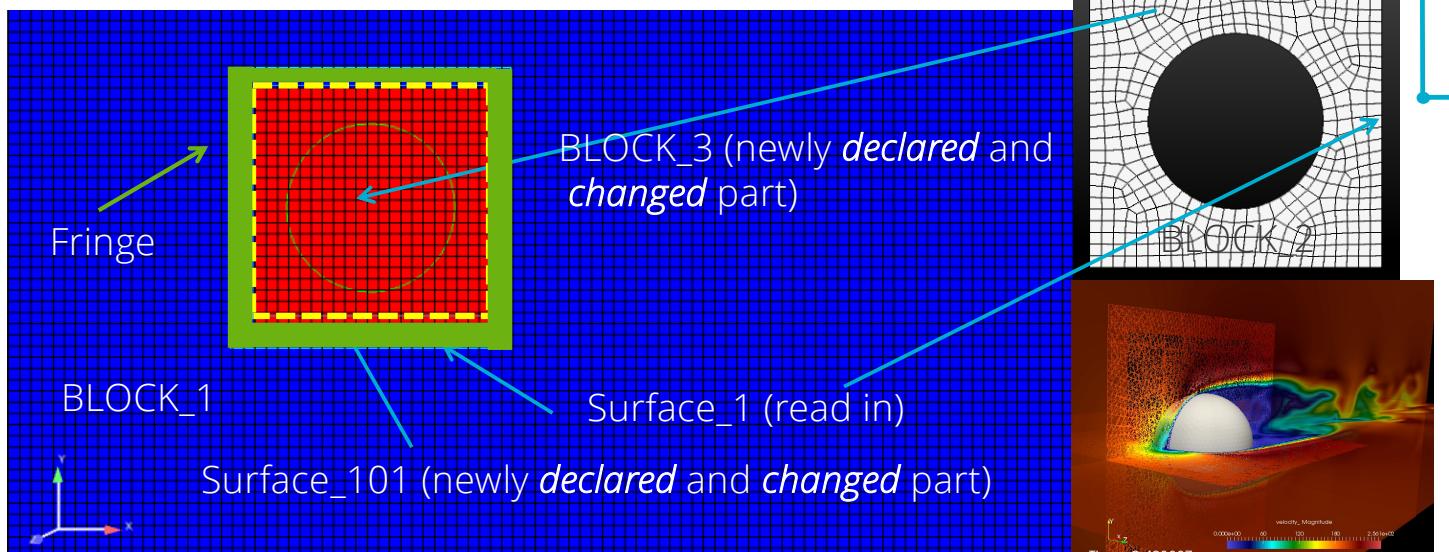
Fluids Hex/Tet

MMS

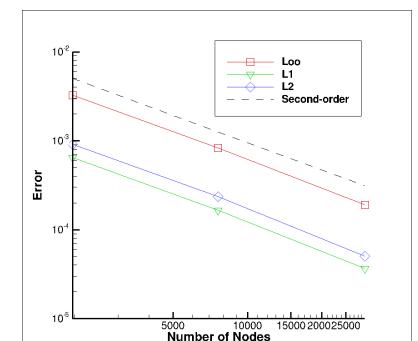


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Constraint-based



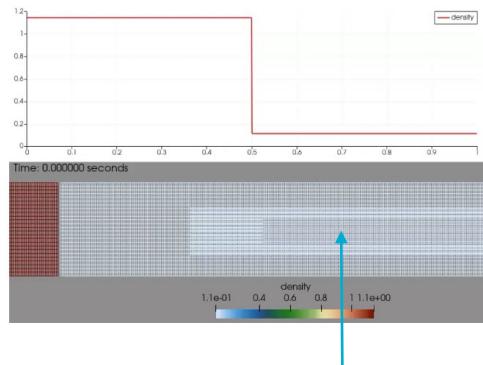
MMS

22

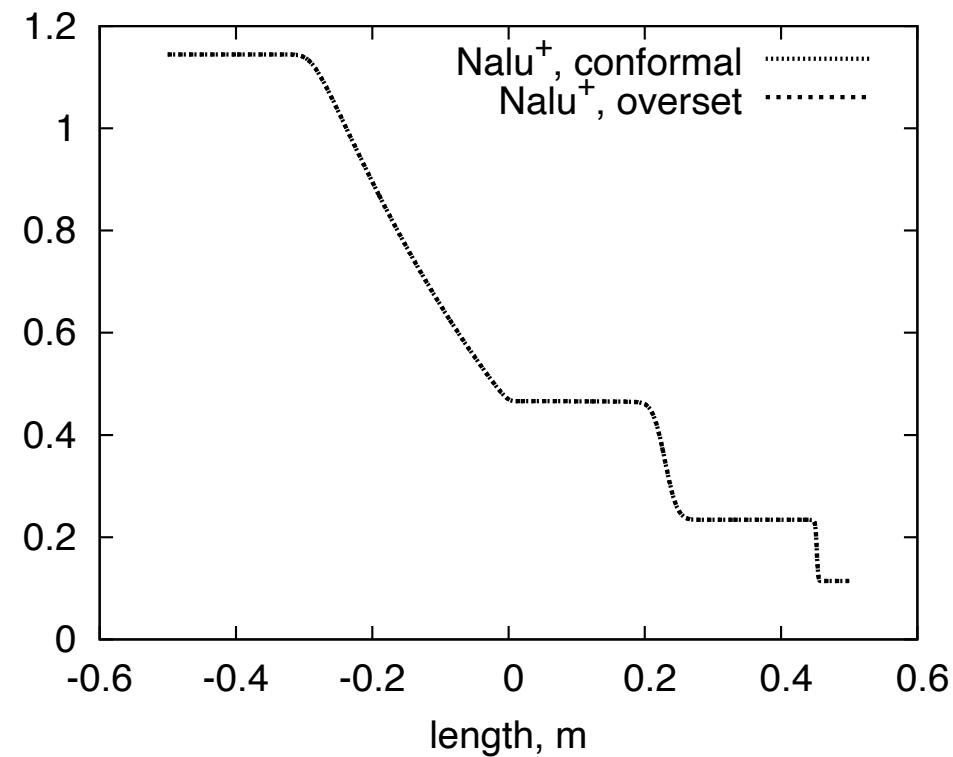
## Shock Tube: Overset Mesh

Based on implicit constraint-based approach originally developed for the low-Mach regime

- Domino, S. P. and Horne, W., "Development and deployment of a credible unstructured, six-DOF, implicit low-Mach overset high-fidelity simulation tool for wave energy applications", submitted to Renewable Energy (11/2021)
- Extended to compressible regime

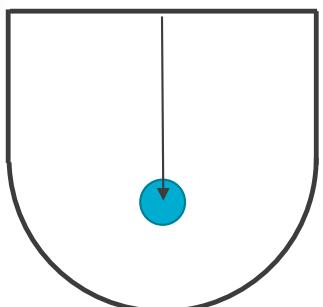


Overset (static) interface

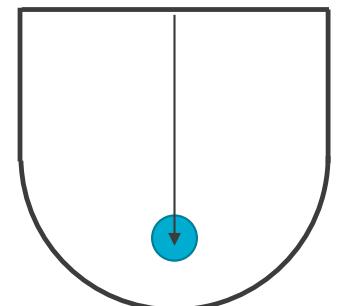
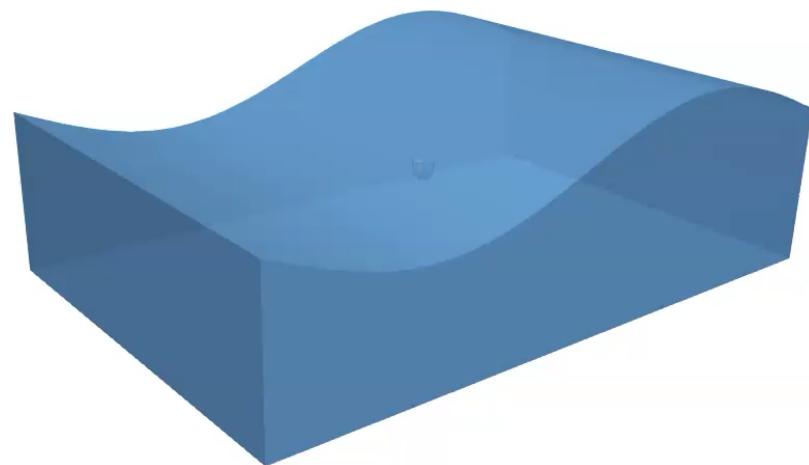




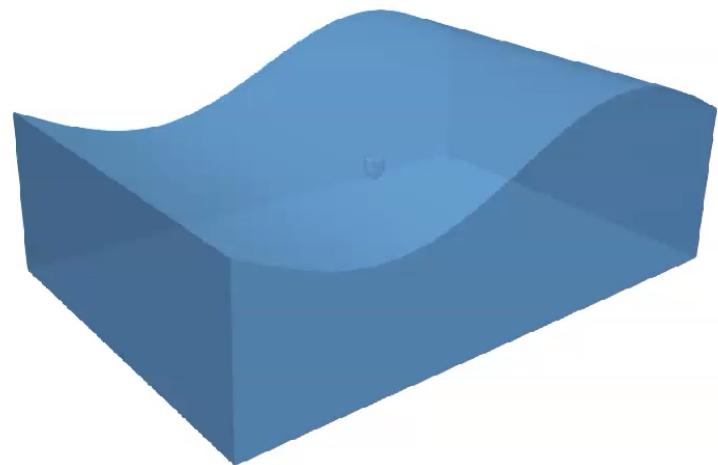
## Buoy Subjected to large Wave-Form Validation Benchmark: Explore Center of Mass



High COM



Low COM





## Mesh Motion Review

Low-to-Moderate Displacement:

- Solid mechanics analogies, either PDE or physical (springs)
- Added GCL requirements, matrix is constant

Prescribed Mesh Motion via sliding:

- Halo, or DG-based
- No added GCL, however, matrix changes (along well-defined surfaces)

Full six-DOF motion:

- Overset
- Everything changes!